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Cat. No. 49-2551A B

OWNER'S MANUAL

Please read before using this equipment.

Wireless Home Security System

with Emergency Phone Dialer
Plug 'n Power® Compatible

RadioShack®

INTRODUCTION

You can install your RadioShack Wireless Home Security System with Emergency Phone Dialer anywhere in your house using the existing house wiring. The system operates using radio frequencies, thus eliminating the need for additional wiring. It includes a handheld remote, one keychain remote, two wireless sensor transmitters, a motion detector, and a lamp module so you can immediately begin using your system. The console can monitor up to 16 security zones (with additional remote sensors) and sound its built-in alarm when a violation occurs in any zone.

Here are some of the features of your system.

Two Wireless Sensor Transmitters — trigger the console's built-in alarm when a secured door or window opens (additional sensors, RadioShack Cat. No. 49-2585).

Handheld Remote — lets you arm and disarm the system and control the lights connected to Plug 'n Power modules (additional handheld remotes, Cat. No. 49-2551T).

Keychain Remote — lets you conveniently arm and disarm the system as you come and go and turn on/off lights and appliances (additional keychain remotes, Cat. No. 49-2591).

Lamp Module — lets you turn on/off a lamp using a remote control. The lamp also flashes on and off during an alarm (additional lamp modules, Cat. No. 61-2682).

Motion Detector — protects an area where an intruder might enter (additional motion detectors, Cat. No. 49-2589).

Plug 'n Power Compatible Design — lets you add a total of 16 wireless sensor transmitters, lamp modules, motion detectors, and other accessories to customize your home security system.

Supervised Operation — keeps track of each wireless sensor transmitter's status and alerts you if there is a problem (such as an intrusion or a low battery).

Built-In Telephone Voice Dialer — dials a friend or neighbor and plays back your recorded message when a violation occurs.

Please read this entire manual carefully so you understand how to correctly install and use this security system.

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Notes:

- In addition to the parts provided, you need one 9V alkaline battery to operate the console; six AAA alkaline batteries — two to operate the keychain remote control and four to operate the handheld remote control; and eight AA alkaline batteries — two in each wireless sensor transmitter and four to operate the motion detector. Alkaline batteries in these sizes, are available from your local RadioShack store.
- The suitability of this system to perform as a burglar alarm system or as an emergency service device has not been evaluated by Underwriters' Laboratories, Inc.
- The wireless sensor transmitters are supplied with NC (Normally Closed) magnetic switches.
- You cannot use NO (Normally Open) magnetic switches with this sensor.

Warning: To prevent fire or shock hazard, do not expose this product to rain or moisture.

WARNING: To reduce the risk of fire or shock hazard, do not expose this product to rain or moisture.

CAUTION

RISK OF ELECTRIC SHOCK. DO NOT OPEN.

CAUTION: TO REDUCE THE RISK OF ELECTRIC SHOCK, DO NOT REMOVE COVER OR BACK. NO USER-SERVICEABLE PARTS INSIDE. REFER SERVICING TO QUALIFIED PERSONNEL.

This symbol is intended to alert you to the presence of uninsulated dangerous voltage within the product's enclosure that might be of sufficient magnitude to constitute a risk of electric shock. Do not open the product's case.

This symbol is intended to inform you that important operating and maintenance instructions are included in the literature accompanying this product.

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READ THIS BEFORE INSTALLATION

Your console's telephone dialer is designed to conform to federal regulations, and you can connect it to most telephone lines. However, each telephone or telephone device that you connect to the telephone line draws power from the telephone line. We refer to this power draw as the device's ringer equivalence number, or REN. The REN is on the bottom of the console.

If you use more than one telephone or other device on the line, add up all the RENs. If the total is more than five, your telephones might not ring. In rural areas, a total REN of three might impair ringer operation. If ringer operation is impaired, remove one of the devices from the line.

Note: You must not connect your console to:

- coin-operated systems
- party-line systems
- most electronic key telephone systems

Your console's telephone dialer complies with Part 68 of *FCC Rules*. You must, upon request, provide the FCC registration number and the REN to your telephone company. Both numbers are on the bottom of the console.

THE FCC WANTS YOU TO KNOW

In the unlikely event that your security console dialer causes problems on the phone line, the phone company can temporarily discontinue your service.

If this happens, the phone company attempts to notify you in advance.

If advance notice is not practical, the phone company notifies you as soon as possible and advises you of your right to file a complaint with the FCC.

Also, the phone company can make changes to its lines, equipment, operations, or procedures that could affect the operation of this telephone. The telephone company notifies you of these changes in advance, so you can take the necessary steps to prevent interruption of your telephone service.

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GLOSSARY

Here are a few terms that will be helpful to understand as you read this manual.

Arm and Disarm — Terms for on and off. When you arm the system, you turn on protection. Disarming the system turns off protection.

Away Mode — Your system's armed mode when all sensors (including motion detectors) are armed.

Console — The system's main control panel.

Entry/Exit Delay — A setting on the hand-held remote control that allows you time while entering and exiting your house before the system arms or the alarm trips.

Home Mode — The system's armed mode when only doors and windows are armed (not motion detectors). This prevents you from accidentally tripping the motion detector(s) yourself as you move around the house.

Instant Mode — A way of arming the system so the alarm immediately trips if a wireless sensor transmitter set to **INSTANT** or the motion detector reports an intrusion.

Note: The keychain remote control only arms the system in the instant mode.

Motion Detector — Senses motion by detecting a change in temperature when an intruder walks across its path.

Remote Control — A device that lets you arm and disarm the system away from the console.

Violation — An alarm condition, such as that caused by an opened door or window, detected by a sensor.

Wireless Sensor Transmitter — Triggers the alarm when a secured door or window opens.

Zone — The area protected by a wireless sensor transmitter, a motion detector, or other sensing/transmitting device.

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PLANNING YOUR SECURITY SYSTEM

Before you set up your system, make a security plan of your home. This is especially important if you install multiple sensors to protect several different zones.

Even if you only install the supplied sensors, take time to think about the best location for them. If you live in an upstairs apartment, the front door might be the best place to mount a wireless sensor transmitter. If you live in a house or downstairs apartment, you might want to cover a back door and/or window.

Start by drawing a simple floorplan of your home, which you can use through all stages of planning your system.

Your security system has three goals:

- to prevent loss by discouraging potential intruders
- to scare intruders away before they can take your property or break into your home
- to alert you or others that someone is breaking into your home

To help accomplish these goals, you should:

- Post decals on doors and windows stating that your home is protected by a security system. Decals (Cat. No. 49-507) are available at your local RadioShack store.
- Choose a location for the console where it is not easily accessible or seen by intruders.

In addition, most police departments offer information that might be helpful. After making a preliminary plan, contact your local police department to see if they offer guidelines or other services for planning a home security system.

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ASSIGNING SECURITY CODES

A security zone is an area of protection covered by a single wireless sensor transmitter, motion detector, or other sensing/transmitting device. Your security console monitors up to 16 zones and alerts you if there is a violation (see “Zone Indicators” on Page 27).

When you initialize your security system’s sensors, the console assigns a zone number to the sensor (see “Initializing the Wireless Sensor Transmitters” on Page 13). The system includes numbered stickers you attach to each sensor to show its zone number. For your reference, make a record of which area of your home a zone covers. For example, using the floorplan you drew, you could mark the front door as “Zone 1.”

REASSIGNING SECURITY CODES

If you want to remove one accessory, reassign an accessory to a zone currently in use, or add an accessory when all zones are assigned, you must completely reinitialize the entire system.

To reinitialize the system, unplug the console and remove its battery backup. The console loses all stored codes. Then reinitialize all remote controls, wireless sensor transmitters, and motion detectors, assigning each accessory to the desired zone.

QUICK INSTALLING/TESTING YOUR SYSTEM

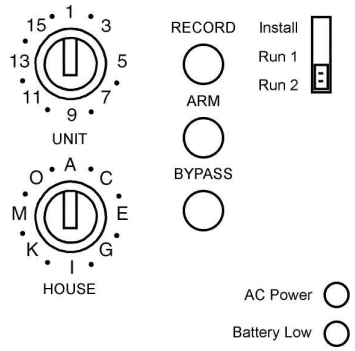
This section describes how to initialize all of the system's accessories so they are recognized by the console and how to test the system to make sure it is working properly. Perform all the procedures in this section, then follow the instructions in "Mounting Accessories" on Page 17.

You can add other separately purchased accessories to the system by following the appropriate initialization and testing procedures in this section.

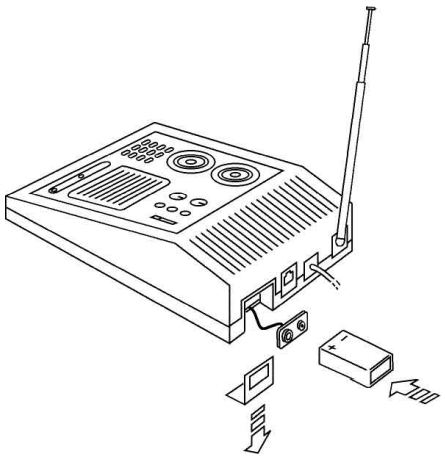
SETTING UP THE CONSOLE

1. Choose a location for the console that is:
   - close to a telephone jack so you can easily connect the telephone dialer
   - central to the doors/windows you want to protect so all sensors are within range of the console (100 feet)
   - positioned where you can easily check the zone indicators for any problems, but not where an intruder could easily see it
2. Set the house and unit code dials on the console to **A1**.

   Note: You can set the console to any house code, but you must also set all accessories/sensors to the same house code.

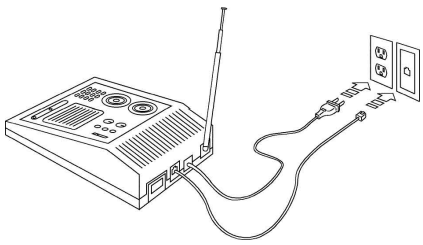


3. Place the telescoping antenna in an upright position and fully extend it.
4. For backup power in case of an AC power failure, place a 9-volt alkaline battery in the battery compartment. See "Replacing the Console's Battery" on Page 37.



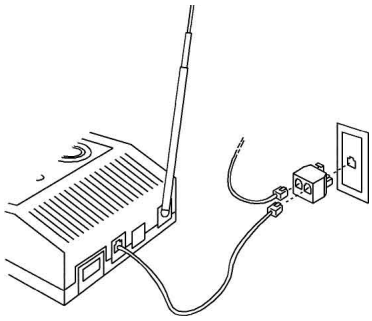
Note: Be sure to install the backup battery. If there is no battery and the console loses AC power, you must re-initialize all of the system's accessories.

5. Plug the console into any standard AC outlet that is not controlled by an on/off switch.
6. Plug the telephone cord into the console and plug the other end into a modular phone jack.



Notes:

- If you do not have an unused jack, use the supplied duplex adapter. For a baseboard jack, plug the adapter into the jack; for a wall jack, plug the adapter into the console.



- If you do not have a modular phone jack, you can either update the wiring yourself or have the phone company do it for you. RadioShack stores sell the jacks and adapters you need. The USOC number of the jack to be installed is RJ11C for a baseboard jack or RJ11W for a wall jack.

INSTALLING THE KEYCHAIN REMOTE CONTROL

1. Slide off the keychain remote control's battery compartment cover. Install two AAA alkaline batteries in the compartment, according to the polarity symbols (+ and –) marked inside. Then replace the compartment's cover.

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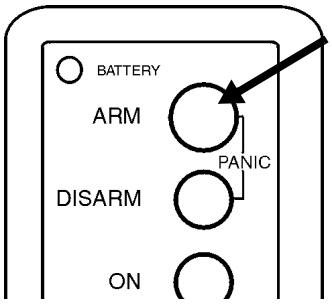
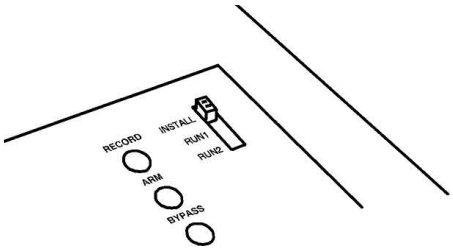
2. Press **ARM** on the remote control. The indicator on the remote control blinks.



3. Set the console's **INSTALL/RUN 1/ RUN 2** switch to **INSTALL**.



4. Stand near the console and press **ARM** again. The indicator blinks again, and the console chimes and logs in the remote control.
5. Leave the console's switch set to **INSTALL** to install other accessories.

Notes:

- You can add any combination of up to eight Plug 'n Power remote controls.
- When you press a button, **BATTERY** lights on the remote control to show the battery is good.

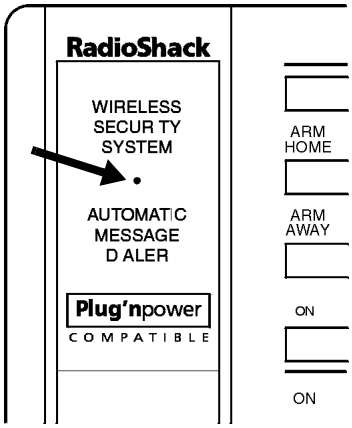
INSTALLING THE HANDHELD REMOTE CONTROL

1. Press the tab on the battery compartment cover and lift off the cover.
2. Install four AAA alkaline batteries in the handheld remote control's battery compartment, according to the polarity symbols (+ and –) marked inside the compartment.

Still Missing-Paste in this illustration at Proof to Mass Print stage.

3. Be sure the console's **INSTALL/ RUN 1/RUN 2** switch is set to **INSTALL**.
4. Set the house code on the remote control to the same letter as the console.
5. Press **ARM HOME** or **ARM AWAY** on the handheld remote control. The console chimes.

Note: If you do not hear a chime, press the button beneath the remote control's label with a pencil. Then repeat this step.

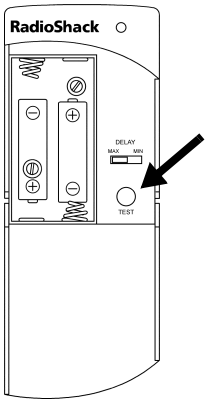


6. Leave the console's switch set to **INSTALL** to install other accessories.
7. Replace the battery compartment cover.

Note: You can add any combination of Plug 'n Power keychains (Cat. No. 49-2591) or handheld remote controls (Cat. No. 49-2551T), up to a total of eight.

INITIALIZING THE WIRELESS SENSOR TRANSMITTERS

Follow these steps to initialize each wireless sensor transmitter you plan to use with your system.



1. Lift open the transmitter's battery compartment cover. Hold down **TEST,** located to the right of the compartment, long enough to fully discharge the sensor (about 3 seconds).
2. Install two AA alkaline batteries in the compartment according to the polarity symbols (+ and –) marked inside.
3. Be sure the console's **INSTALL/ RUN 1/RUN 2** switch is set to **INSTALL**.
4. Press **TEST** on the transmitter for about 1 second. The indicator blinks twice to generate a new code.

   Note: The indicator flashes rapidly during a violation or after you press **TEST**. When the batteries' voltage drops below around 2.7V, the indicator flashes twice when **TEST** is pressed to indicate that the batteries are weak.

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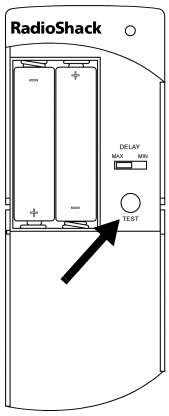
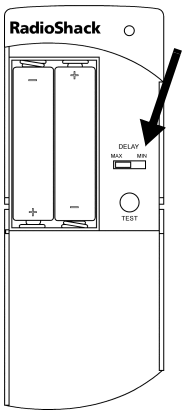
5. Stand near the console and press **TEST**. The wireless sensor transmitter's indicator blinks.



6. Release **TEST**. The console chimes and logs in the newly generated code for the wireless sensor transmitter. The first available zone indicator on the console lights.

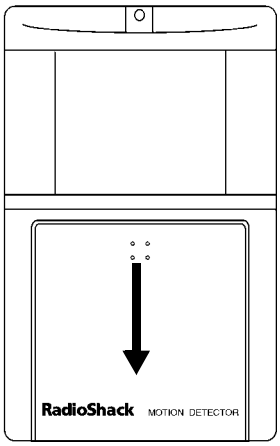


7. Set **DELAY** inside the wireless sensor transmitter's battery compartment to **MIN** to protect a window or to **MAX** to protect a door. Then close the battery compartment's cover.
8. Place one of the supplied numbered stickers on the sensor to show its zone number.
9. Leave the console's switch set to **INSTALL** to install other accessories.

   Repeat Steps 1–8 for additional wireless sensor transmitters.

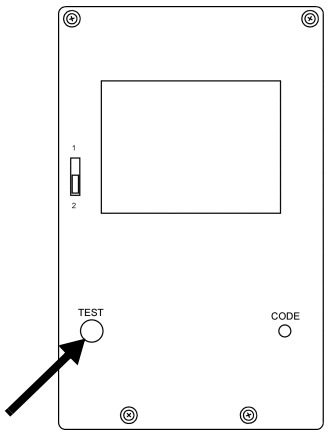
INITIALIZING THE MOTION SENSOR

1. Press the four dots on the battery compartment cover and slide the cover down to remove it.



2. Install four 1.5V AA alkaline batteries inside the motion detector's battery compartment according to the polarity symbols (+ and –) and replace the cover.
3. Be sure the console's **INSTALL/ RUN 1/RUN 2** switch is set to **INSTALL**.

4. Press **TEST** on the back of the motion detector.



   The console chimes, and the first available zone indicator lights to show the console has logged in the motion detector.

   If you do not hear a chime, press **CODE** with a pencil, then press **TEST** again.

5. Looking at the back of the motion detector, set the switch on the left side to **1**.
6. Place one of the supplied numbered stickers on the motion detector to show its zone number.
7. Leave the console's switch set to **INSTALL** to install other accessories.
8. Replace the battery compartment cover.

INSTALLING THE LAMP MODULE

When the alarm trips, lamps connected to lamp modules flash on and off for the duration of the alarm. After 4 minutes (or when you disarm the alarm), the lamps stop flashing and remain on.

If you arm the system with an exit delay, lamp modules that are set to the same House and Unit code as the console turn on during the exit countdown time.

You can also control lamp modules set to this code from **LIGHT ON** and **LIGHT OFF** on the keychain remote control, or using **SECURITY LIGHT** on the handheld remote.

Follow these steps to install a lamp module.

1. Plug a lamp into the supplied lamp module and plug the module into an AC outlet that is on the same electrical circuit as the console.

   Be sure the lamp's on/off switch is on.

2. Set the lamp module's House and Unit code dials to the same letter as the console and the same number (1, 2, 3, or 4) as the button that will control it.

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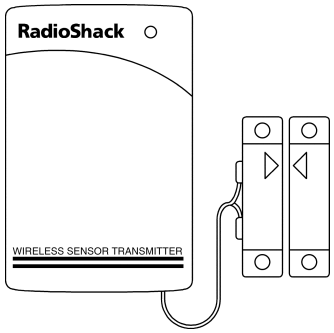
TESTING THE SYSTEM

After you have completed all of the quick installation procedures, follow these steps to test the system.

Note: To avoid unnecessarily alarming your neighbors, tell them you are testing the system.

1. Set the **INSTALL/RUN 1/RUN 2** switch on the console to **RUN 2. REC/BUSY** lights for 15 seconds.
2. Place each wireless sensor transmitter's magnet next to its magnetic switch with the arrows pointing toward each other.



3. Place the motion detector on a counter top within 100 feet of the console.
4. Move a wireless sensor transmitter's magnet away from the magnetic switch.

   When the system is not armed and set to **RUN2**, the console emits a chime every time someone opens a door or window. The system does not chime when it is set to **RUN 1**.

   Replace the magnet next to the magnetic switch.
5. Press **ARM** on a remote control, and then move the magnet away from the magnetic switch again. The alarm sounds and the lamp connected to the lamp module flashes on and off. Press **DISARM** to turn off the alarm, and **LIGHTS OFF** to turn off the lamp. Replace the magnet next to the magnetic switch.
6. Press **ARM AWAY** on the remote control, then walk across the path of the motion detector's lens. The alarm sounds and the lamp connected to the lamp module flashes on and off. Press **DISARM** to turn off the alarm. The console chimes twice. Press **LIGHTS OFF** to turn off the lamp.

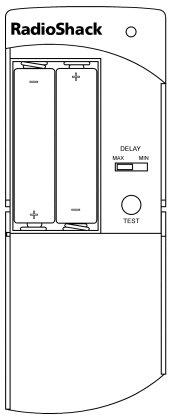
MOUNTING ACCESSORIES

MOUNTING THE WIRELESS SENSOR TRANSMITTERS

You can install any combination of wireless sensor transmitters (Cat. No. 49-2585) and motion detectors (Cat. No. 49-2589), in up to 16 zones.

Follow these steps to mount each wireless sensor transmitter.

1. Set the **DELAY** switch on the wireless sensor transmitter to **MIN** to protect a window or to **MAX** to protect a door.



   Note: The **MAX** setting allows you to arm a sensor with a 60-second exit delay and a 30-second entry delay (see "Instant/Delay Mode" on Page 26).

   When set to **MIN**, the sensor immediately triggers the alarm when a window opens, even if you armed the system in the delay mode.

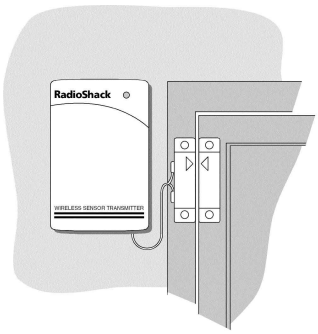
2. Select a location for the wireless sensor transmitter. We recommend that you purchase enough sensors to protect the front and back door and any windows that are hidden from view or easily accessible (including basement windows).

   Note: The supplied sensor and magnetic switch are already connected. If the wire is too long, you can shorten it by cutting it to the length required, stripping the ends, and re-connecting it to the magnetic switch.

3. Remove the sensor's batteries and attach it to the wall using the supplied screws, or use double-sided mounting tape (Cat. No. 64-2361).

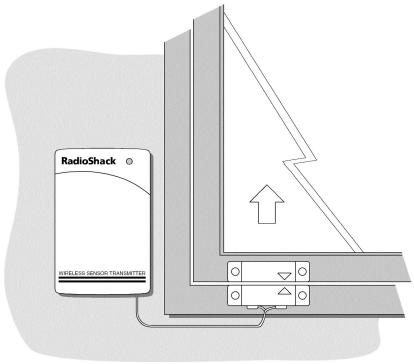
   First attach the sensor's back cover to the wall, then slide the sensor onto the cover. Replace the batteries (if you removed them) and close the battery compartment door.

4. Align the arrows on the switch and magnet, and install the switch and magnet using the supplied screws or double-sided mounting tape.



Notes:

- If you mount magnetic switches on metal doors or frames, ensure that they are no more than $^{3}/_{16}$ of an inch apart. On wooden surfaces, they can be up to $^{3}/_{8}$ of an inch apart.
- Do not mount the magnet directly onto a metal surface. If necessary, use a wood or plastic spacer.
- For sliding doors/windows, it is best to mount the magnet and switch at the bottom of the window. This way, the magnet will make a "clean break" from the switch when the window is opened.

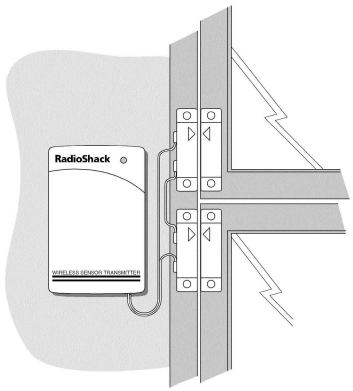


5. Open the door or window. The light on the sensor turns on each time you open the door or window.

Repeat Steps 1–5 for any additional sensors you want to install (in up to 16 zones).

Notes:

- To protect more than one door or window with a single sensor, use NC-type (Normally Closed) magnetic switches and loop them in series from one door or window to the next using 18-gauge wire. Then connect both ends of the loop to the sensor.

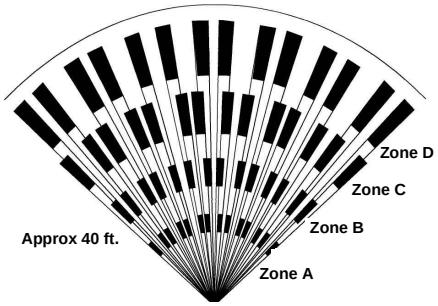


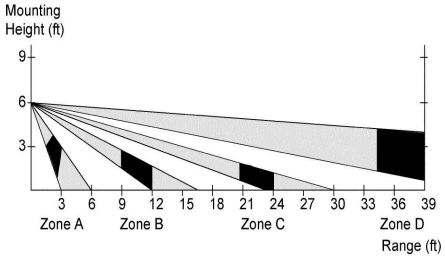
- The RadioShack Wireless Sensor Transmitter (Cat. No. 49-2585) has an NC magnetic switch and is compatible with your security console.

MOUNTING THE MOTION DETECTOR

Motion detectors are designed to detect motion in a specific area of your home. For example, you might want to protect the area around a stereo system, jewelry box, or wall safe.

The supplied motion detector can "see" up to a distance of about 40 feet with a 90 degree field of view. It can be placed up to about 100 feet away from the console.

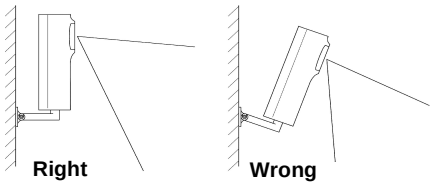




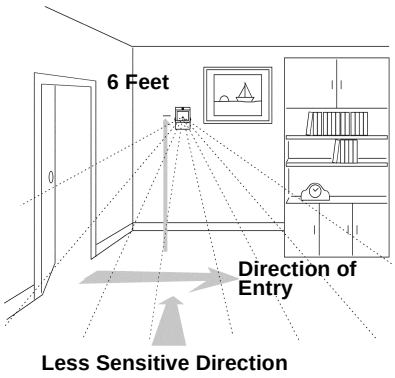
You can place the motion detector on a counter top or use the included mounting bracket. The bracket lets you swivel the motion detector for the best coverage.

Note: The motion detector senses motion by detecting temperature changes. To help prevent false alarms, do not place the motion detector near a heating or air conditioning vent.

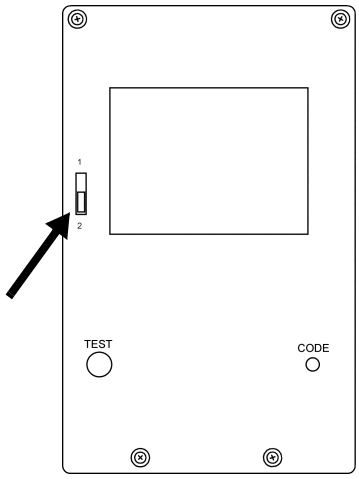
Secure the bracket to the detector's bottom using the supplied machine screw. Then secure the bracket to the wall. Finally, loosen the screw on the hinge and adjust the detector to be level, then tighten the screw to hold the detector in position.



For the best coverage, place the motion detector at a height of 6 feet, then position the lens so an intruder walks across its path rather than toward it.



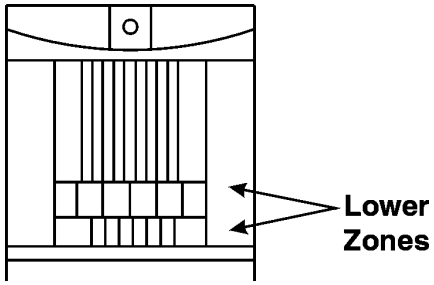
Looking at the back of the motion detector, set the switch on the left side to **1** (most sensitive) or **2** (less sensitive). When set to **1**, the motion detector trips the alarm if *any* movement is detected. When set to **2**, the motion detector must detect two movements or continuous movement within a short time before it trips the alarm (this makes it less sensitive to pets).



MAKING A PET ZONE

If you have a pet, you can help reduce the chance the pet will cause a false alarm by blocking the motion detector's lower zones with the supplied piece of masking tape.

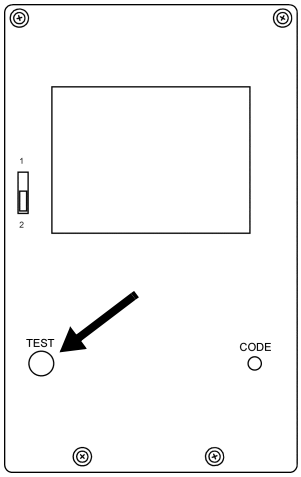
To use the tape, place it over the lower zones of the detector's lens.



TESTING THE MOTION DETECTOR

The motion detector includes a special test mode. Follow these steps to test the motion detector.

1. Set the sensitivity switch on the back of the motion detector to **1**.
2. Hold down **TEST** on the back of the motion detector until the indicator on the front flashes twice.



3. Release **TEST** and wait about 20 seconds.
4. Walk past the motion detector. The indicator lights as you move and turns off if you keep very still or walk out of range of the detector.

Notes:

- If the range is low (less than 30 feet), check that the detector is horizontal and at a height of at least 5 feet from the ground.
- The motion detector automatically switches back to normal operation after 2 minutes in the test mode. If you want to switch it back sooner, press the **TEST** button.

To test the alarm, arm the console and wait about 45 seconds. Then walk in front of the motion detector and check that the alarm is triggered.

After the motion detector triggers the alarm, it automatically “locks out” for about 45 seconds to save battery power.

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SETTING UP THE TELEPHONE DIALER

The telephone dialer dials a friend or neighbor (for example) and plays a message in the following situations:

- when you press **PANIC** on the hand-held remote control with the system armed
- when you press **ARM** and **DISARM** together on the keychain remote control with the system armed
- when a wireless sensor transmitter or motion detector connected to the system reports a violation while the system is armed

When the console plays its message, the person contacted can press any number on a touch-tone phone and listen-in to your home to determine the problem. The alarm stops when the person contacted presses a button on the phone.

If no one answers at the number called within about 48 seconds, or if someone answers but does not press a number, the console calls the next number (up to four phone numbers).

Notes:

- If the person you choose to accept calls from your system does not have touch-tone service, they can use a touch-tone pocket dialer, such as Cat. No. 43-145 or 43-146.
- If the person tries to call you after the console has already begun dialing other numbers, the caller hears a busy signal.
- About 75 seconds after the listener presses a number, the alarm resumes for 2–3 minutes.
- The console continues dialing and repeating its message until it gets a response. If it receives no response within 4 minutes, the alarm stops and the console stops dialing.
- To stop the console from dialing before 4 minutes have passed, pick up any phone on the same line. After you hear the first ring of the number currently being dialed, press **0**. Stay on the line to speak to whomever answers, and wait 2 minutes (for the console to release the phone line) before pressing any other keys on the remote control or console or attempting to dial another number.

SETTING UP PHONE NUMBERS

Notes:

- You should program the console to call a friend, relative or neighbor who can listen-in to your home to determine if there is a real problem. The person can then call the police if necessary, or call you back to see if everything is fine.

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- You should *not* program the console to dial the police directly, unless your local police department has a special line for emergency dialers.

When programming emergency numbers and/or making test calls to emergency numbers:

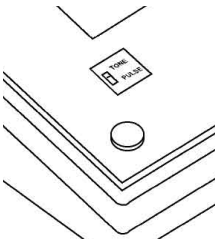
- Remain on the line and briefly explain to the dispatcher the reason for the call.
- Perform such activities in off-peak hours, such as early morning or late evenings.

Notes:

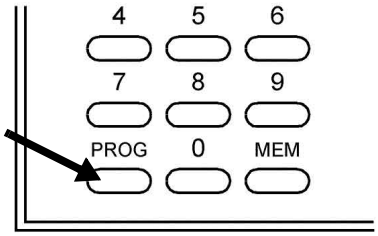
- The security console is intended for use only with residential phone systems.
- You can program a maximum of 16 digits. This allows 10-digit dialing (area code plus number) which is now required in some metropolitan areas. For practical purposes, we do not recommend programming a long-distance number.

Follow these steps to store up to four emergency phone numbers.

1. Set the switch on the bottom of the console to **TONE** or **PULSE**, based on the type of phone service you have.



2. Set **INSTALL/RUN 1/RUN 2** on the console to **INSTALL**.
3. Press **PROG**.



4. Enter the first phone number that you want the console to call in the event of a problem.
5. Press **MEM**.
6. Press **1** to store the phone number in memory location 1.

   Press **PROG** and enter the second phone number; then press **MEM** and **2**. Press **PROG** and enter the third phone number; then press **MEM** and **3**. Press **PROG** and enter the fourth phone number; then press **MEM** and **4**.

   Notes:

   - If you only want to program one phone number, just enter the same number in every memory location.
   - If you store only one emergency number in all four memory locations, there is a longer delay between each time the console calls the number back.

Repeat Steps 1–6 to change a phone number.

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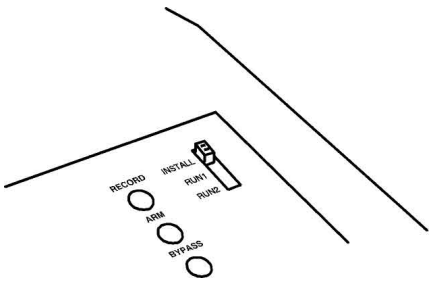
RECORDING A VOICE MESSAGE

Follow these steps to record your voice message. For example, *There is a possible burglary in progress at (address). Please press **0** to listen-in, then call the police if you confirm there is a problem.*

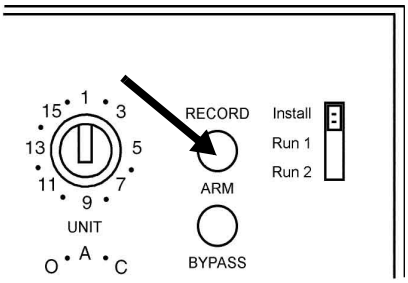
Notes:

- Your message should instruct the person to press any number on their touch-tone phone. If the listener presses a number, the alarm stops and they can listen-in for 75 seconds.
- If the emergency dialer reaches an answering machine, it plays its message just as it would if someone picked up the phone. However, since the answering machine cannot trigger the "listen-in" function and stop the alarm, the dialer continues dialing and playing its message.

1. Set **INSTALL/RUN 1/RUN 2** on the console to **INSTALL.**



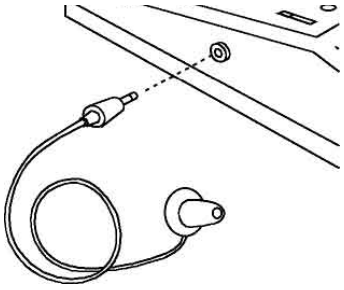
2. Press **RECORD**. The REC/BUSY light turns on.



3. Speak clearly into the microphone on the front of the console. You can record a message up to 15 seconds long. After 15 seconds, **REC/BUSY** turns off.

   Note: Be sure **REC/BUSY** is off before you try to initialize any accessory.

4. Plug the supplied earphone into the jack on the side of the console.



5. Set **INSTALL/RUN 1/RUN 2** on the console to **RUN 1** or **RUN 2**. The console plays back your message through the earphone.

   Note: The message usually sounds better when it is played back over the phone line.

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6. If you want to hear the message again, set **INSTALL/RUN 1/RUN 2** on the console to **INSTALL** and then back to **RUN 1** or **RUN 2**.

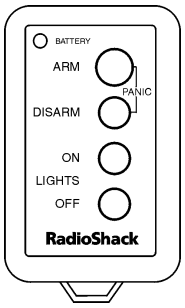
Repeat Steps 1–6 to change the message.

TESTING THE DIALER

1. Set I**NSTALL/RUN 1/RUN 2** on the console to **RUN 1.**
2. Call your friend or neighbor to let them know you are going to test the system.
3. Press **ARM** on the console (or on a keychain remote control) to arm the system. Then trip the panic alarm by pressing **ARM** and **DISARM** at the same time on a keychain remote control.

   The console sounds its alarm, lamps attached to remote modules flash on and off, and the telephone dialer begins dialing and playing its message. If the person called does not answer within about 48 seconds, or answers but does not press a number, the console calls the next number (up to four phone numbers).

4. Press **DISARM** on the remote control to turn off the system and stop the dialer. Press **LIGHTS OFF** on the remote control to turn off lights connected to modules.



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OPERATION

ARMING/DISARMING THE SYSTEM

You can arm the system three ways:

- Set **INSTALL/RUN 1/RUN 2** on the console to **RUN 1** or **RUN 2** and press **ARM** on the console.
- Set I**NSTALL/RUN 1/RUN 2** on the console to **RUN 1** or **RUN 2** and press **ARM AWAY** or **ARM HOME** on the handheld remote control. See “Arm Away/Arm Home” and “Instant/Delay Mode.”
- Set **INSTALL/RUN 1/RUN 2** on the console to **RUN 1** or **RUN 2** and press **ARM** on the keychain remote control.

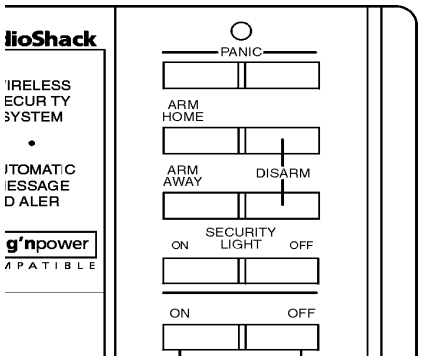
The only difference between **RUN 1** and **RUN 2** is that when the system is set to **RUN 2** and *not* armed, the console sounds a pleasant chime when you open a door or window. When it is set to **RUN 1**, there are no chimes.

The console beeps once when you arm it. When the system is armed, the **RUN 1** and **RUN 2** setting have the same effect: opening a door or window with a sensor attached or tripping a motion detector sets off the alarm.

To disarm the system, press **DISARM** on any remote control. The console beeps twice.

Arm Away/Arm Home

All wireless sensor transmitters and motion detectors arm when you press **ARM AWAY** on the handheld remote control. If you press **ARM HOME**, only doors and windows arm. This lets you arm the system at night without accidentally tripping the motion detector(s) yourself when you move around the house.



Instant/Delay Mode

The **ENTRY** switch on the handheld remote control lets you arm the system with or without an exit/entry delay.

With **ENTRY** on the handheld remote set to **INSTANT** (and **DELAY** on the sensor(s) set to **MIN**), the system instantly arms and the alarm immediately trips if a wireless sensor transmitter or motion detector reports an intrusion.

With **ENTRY** on the handheld remote set to **DELAY**, you have a 60-second exit delay and a 30-second entry delay before the system arms or trips. A warning chime sounds during the delay period.

Notes:

- The supplied motion detector (Cat. No. 49-2589) only operates in the **INSTANT** mode.

  If you want to use the exit/entry delay feature, you can use another motion detector (Cat. No. 61-2614) instead of the one supplied with this system. However, the **ARM HOME** feature might not work.

- You must set the switch inside the wireless sensor transmitter's battery compartment to **MAX** in order for it to arm in the delay mode. When set to **MIN**, the sensor immediately arms, regardless of whether the handheld remote control is set to **DELAY** or **INSTANT**.

- The **ARM** button on the console automatically arms the system in the **DELAY** mode.

- The keychain remote control only arms the system in the **INSTANT** mode.

- Other separately purchased remote controls might arm the system only in either the **DELAY** or **INSTANT** mode. See the remote control's owner's manual.

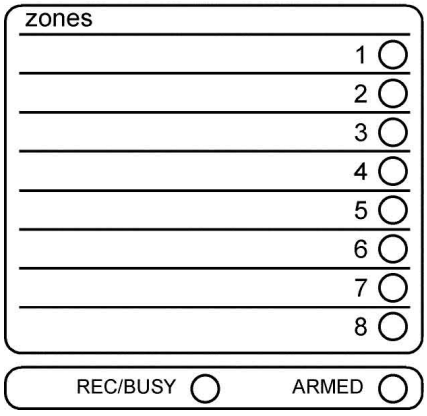
USING THE PANIC ALARM

Pressing **PANIC** on the handheld remote control, or **ARM** and **DISARM** at the same time on the keychain remote control, causes the console's alarm to sound, even if the system is not armed.

Note: The telephone dialer does not dial out unless the system is armed.

ZONE INDICATORS

All sensors and motion detectors report to the console about every 90 minutes. If the console does not receive a signal from a sensor within 4 hours, it reports a problem with that sensor by slowly flashing its zone indicator.



The console's zone status indicators show four conditions for Zones 1–8.

Reading the Status of Zones 1–8

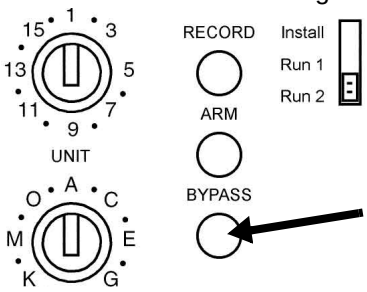
- **Steady On** — door or window is open.
- **Steady Off** — door or window is closed.
- **Slow Flashing** — wireless sensor transmitter is reporting a problem (such as a low battery).
- **Fast Flashing** — wireless sensor transmitter reported a problem (such as an open window or a low battery) and you pressed **BYPASS** on the console (see "Trouble Alarm").

Trouble Alarm

If you hear a repetitive trouble alarm when you try to arm the system, this indicates that there is a problem.

The system does not arm until you:

- **Correct the Problem** — Press **DISARM** to stop the trouble alarm. Check the zone reporting the problem to see if a door or window is open or a sensor's battery is dead. Then arm the system again.
- **Ignore the Problem** — Press **BYPASS** on the console while the trouble alarm is sounding.



The indicator(s) for the problem zone(s) flash rapidly. Press **ARM HOME/ARM AWAY** to arm the system. The problem zone(s) are not protected, but all other zones arm

Note: If you bypass an open window or door and arm the system, then later close the window or door, that zone then arms.

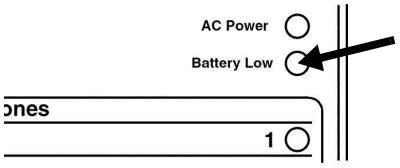
Reading the Status of Zones 9–16

If there is a problem with zones 9–16, the console does not show a flashing zone light, but you hear the trouble alarm if you try to arm the system.

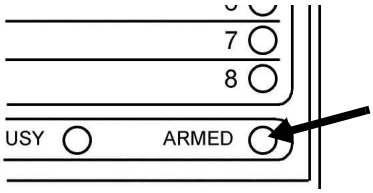
Hold down **BYPASS** on the console. The indicator lights show which zone (9–16) is reporting the problem. If you do not want to bypass the problem, correct it and arm the system again.

Other Console Indicators

- **BATTERY LOW (Steady)** — battery in console is low or needs replacement.



- **ARMED (Steady)** — indicates system is armed.



DURING AN ALARM

When there is a violation, the console sounds a loud (95 dB) siren for 4 minutes, **ARMED** flashes, and the indicator for the affected zone lights steadily. The dialer begins calling its emergency numbers and playing its message, and lights connected to lamp modules flash on and off during the alarm.

AFTER AN ALARM

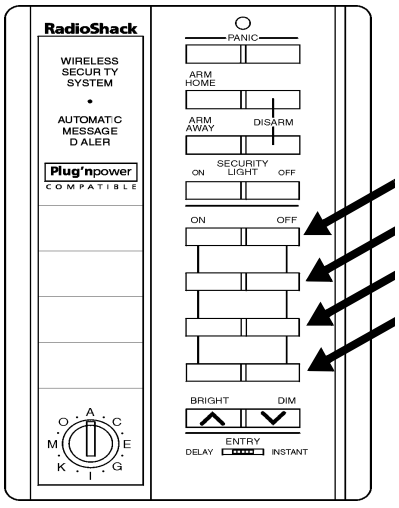
When you disarm the system after an alarm (or about 4 minutes after the alarm trips), the console's siren turns off, but the lights connected to lamp modules remain on to let you know there was a violation. **ARMED** flashes and the zone indicator for the violated zone lights steadily.

Press **LIGHTS OFF** to stop the flashing indicator and turn off the zone light and lamp modules.

CONTROLING PLUG 'N POWER MODULES

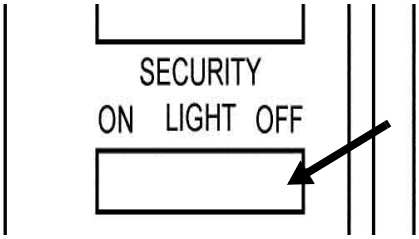
Turning Modules ON/OFF

Use the four **ON/OFF** buttons on the handheld remote control to control lights connected to Plug 'n Power modules. Set the modules to the same house code as the console. Set the modules' unit codes to 1, 2, 3, or 4 to correspond to the handheld remote control's buttons.



Using SECURITY LIGHT

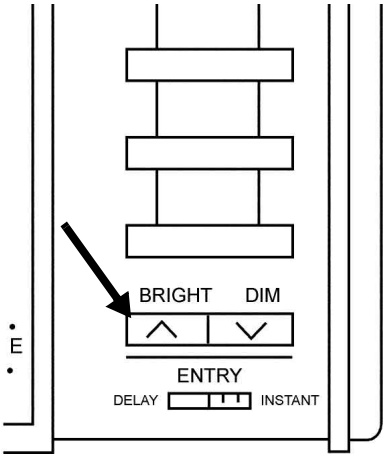
Use the **SECURITY LIGHT** button on the handheld remote control to turn on/off a light module set to the same house and unit code as the console.



Using BRIGHT/DIM

Use the **BRIGHT/DIM** button on the handheld remote control to brighten or dim lights connected to Plug 'n Power modules.

Turn on the module by pressing the remote control **ON** button that corresponds to the module's unit code. Then press and hold **BRIGHT** or **DIM** on the remote control until the light reaches the desired brightness.



RESETTING THE CONSOLE

To remove all sensors and phone numbers from memory, unplug the console and remove the battery. Then plug the console back in.

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TROUBLESHOOTING

If you experience problems with your security console or accessories, try correcting the problem as suggested in this section. If you cannot correct the problem, contact your local RadioShack store for assistance.

Problem	Solution
The system does not arm.	Check that **INSTALL/RUN 1/RUN 2** on the console is in the **RUN 1** or **RUN 2** position.
	If you are using a remote control to arm the system, check that the battery indicator on the remote control turns on when you press **ARM** on the keychain remote control or **ARM HOME/ARM AWAY** on the handheld remote control. Replace the battery and re-initialize the remote control, if necessary.
A zone indicator flashes slowly.	One of the sensors/motion detectors has not reported in during the past 4 hours.
	Check the battery in the sensor/motion detector to see if it needs to be replaced, or bypass the zone.
A zone indicator flashes rapidly.	You pressed **BYPASS** on the console to arm the system while a sensor/motion detector was reporting a problem. Correct the problem. The zone arms automatically when the problem is corrected.
You hear a repetitive trouble alarm when you try to arm the system, and it does not arm.	Check the zone indicators. If a door or window is open, its zone indicator is on. If there is a problem with a sensor or motion detector, its zone indicator flashes slowly. You can correct this two ways: • Press **DISARM**. Check that each wireless sensor transmitter is working properly and that you have not left a door or window open. Then arm the system. • While the trouble alarm is sounding, press and hold **BYPASS** on the console to override the problem zone (its zone indicator then flashes rapidly). Then arm the system.

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Problem	Solution
The alarm trips when you enter the house before you have time to disarm it.	Arm the system in the delay mode. Set the **DELAY** switch on the entry door sensor to **MAX**. Set the **ENTRY** switch on the handheld remote control to **DELAY**, and then press **ARM HOME** or **ARM AWAY** on the handheld remote control.
You cannot turn lights on or off using the **LIGHT ON** or **LIGHT OFF** buttons on the remote.	Make sure you set the house and unit code on the module(s) to the same letter and number as the console.
	If you have more than one console, ensure that you set both to the same house and unit code.
	Be sure the light you are trying to control is plugged in and has its on/off switch in the on position, and that its bulb is good.
	Plug the module into another outlet on the same electrical circuit as the console.
	Check that the battery indicator on the remote control comes on when you press a button. Replace the battery and re-initialize the remote control, if necessary.
You open a door or window and the alarm does not trip.	Check to see if the system is armed.
	Be sure **INSTALL/RUN 1/RUN 2** on the console is set to **RUN1** or **RUN 2**.
	Press **TEST** on the wireless sensor transmitter and see if the alarm trips. If the alarm does not trip, see if the sensor indicator comes on when you press **TEST**. If the indicator does not come on, replace the battery and re-initialize the sensor, if necessary.

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Problem	Solution
You do not hear a chime from the console when you press **ARM** to install a remote.	Check if you can arm the system when **INSTALL/ RUN 1/RUN 2** on the console is set to **RUN 1** or **RUN 2**. If you can, the remote control is already installed and no further action is necessary. If not: 1. Set **INSTALL/RUN 1/RUN 2** on the console to **INSTALL**. 2. Press **CODE** (located beneath the label on the remote control) with a pencil, then press **ARM** again.
You do not hear a chime from the console when you press **TEST** to install a wireless sensor transmitter or motion detector.	With **INSTALL/RUN 1/RUN 2** on the console set to **RUN 2**, check that the console chimes when you press **TEST** on the sensor or motion detector. If it does, the sensor or motion detector is already installed and no further action is necessary. If not: 1. Set **INSTALL/RUN 1/RUN 2** on the console to **INSTALL**. 2. Press **CODE** on the sensor or motion detector with a pencil, then press **TEST** again. **Note:** If the sensor/motion detector is already installed, it is installed again into the next available zone.
BATTERY LOW on the console is on.	Install or replace the console's battery.
You lose your remote control.	Purchase a replacement remote control (Cat. No. 49-2551T or 49-2591), and then completely reinstall your system using different house and unit codes to prevent someone else from using the lost remote control.
The system arms or disarms by itself.	A neighbor may have a compatible system. Reinstall the system using a different house code.

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Problem	Solution
The red light on the hand-held remote control stays on during installation.	Press the button located beneath the label with a pencil and then press **ARM**. If it still stays on, remove the battery, wait a few seconds, then replace the battery. Press the button and then **ARM** again.
The red light on the sensor/motion detector stays on during installation.	Press **CODE**, then press **TEST** on the sensor/motion detector. If it still stays on, remove the battery, wait a few seconds, and then replace the battery. Press **CODE**, then press **TEST** again.
ARMED flashes.	This indicates that there has been an intrusion. Also, if a zone indicator is on, this indicates which zone was violated. To turn the zone indicator off and stop the armed indicator from flashing, press the **LIGHT ON** or **OFF** button on a remote control. If a zone indicator is not on, the violated zone is within zones 9-16. Press **BYPASS** on the console to see which zone was tripped.
A motion detector causes "false alarms."	Motion detectors sense motion by detecting a change in temperature; therefore, do not place the motion detector near an air conditioning or heating vent.
	Do not place it in a direct source of bright light, such as sunlight.
	It could be detecting a pet's movements. Place the detector at a height of 6 feet, or set the switch on the back to 2 so it is less sensitive.
The console does not dial out.	Check that you have stored a phone number (see "Setting up Phone Numbers" on page 22).
	Check that the console is armed
The console does not play back any message when the phone is answered.	Check that you have recorded a message (see "Recording a Voice Message" on page 24).

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Problem	Solution
The console appears to be "locked-up."	If REC/BUSY is on, you might have just switched the console from **INSTALL** to **RUN 1** or **RUN 2**. The console then plays back the 15 seconds of pre-recorded message. If you do not have the earphone connected, you might think that the console is locked-up. Wait 15 seconds until REC/BUSY light turns off.
	If REC/BUSY is not on, you might have just tested the system. When the console dials out, and someone answers the phone and presses any key, the console is put into the listen mode for 75 seconds. If you immediately call the person back or if they call you, your phone will be busy. Press **DISARM** on the remote and wait for 75 seconds.

CARE AND MAINTENANCE

Your RadioShack Wireless Home Security System is an example of superior design and craftsmanship. The following suggestions will help you care for your security system so you can enjoy it for years.

Keep the console and accessories dry. If they gets wet, wipe them dry immediately. Liquids might contain minerals that can corrode the electronic circuits.

Use and store the console and accessories only in normal temperature environments. Temperature extremes can shorten the life of electronic devices, damage batteries, and distort or melt plastic parts.

Keep the console and accessories away from dust and dirt, which can cause premature wear of parts.

Handle the console and accessories gently and carefully. Dropping them can damage circuit boards and cases and can cause the console and system to work improperly.

Use only fresh batteries of the required size and recommended type. Batteries can leak chemicals that damage your system's electronic parts.

Wipe the console and accessories with a damp cloth occasionally to keep it looking new. Do not use harsh chemicals, cleaning solvents, or strong detergents to clean the console or any accessories.

Modifying or tampering with the console's or accessories' internal components can cause a malfunction and might invalidate its warranty and void your FCC authorization to operate the system. If your console is not performing as it should, take it to your local RadioShack store for assistance. If the trouble is affecting the telephone lines, the phone company can ask you to disconnect your console system until you have resolved the problem.

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REPLACING THE CONSOLE'S BATTERY

The console's backup battery allows the system to work during a power outage. A 9-volt alkaline battery provides at least 12 hours of backup. BATTERY LOW lights on the console when you need to replace the backup battery, but you should replace the battery at least once a year.

Do not unplug the console from AC power when you replace the battery. Otherwise, the console loses all memory of the installed wireless sensor transmitters, motion detectors and remote controls, and the voice message and stored numbers. You must then set the **INSTALL/RUN 1/RUN 2** switch on the console to **INSTALL**, re-record your emergency message, re-program emergency numbers, and then re-install all the wireless sensor transmitters, motion detectors and remote controls.

REPLACING A REMOTE'S BATTERIES

If the console does not respond to a remote control's signal, replace the batteries in the remote control's battery compartment, according to the polarity symbols (+ and –) marked inside the compartment.

After you replace the remote control's batteries, re-initialize the remote control as described in "Installing the Keychain Remote Control" on page 11 or "Installing the Handheld Remote Control" on page 12.

Note: When you press a button on the keychain remote, BATTERY lights to show the battery is good.

After replacing batteries, follow these steps to confirm that the console still recognizes the remote control.

1. Set **INSTALL/RUN 1/RUN 2** on the console to **RUN 2**.
2. Press **ARM** on the remote control.

If the system arms, the console recognized the remote control.

If the system did not arm:

1. Set **INSTALL/RUN 1/RUN 2** to **INSTALL**.
2. Press **ARM** on the remote control. The remote control transmits a random code to the console. The console acknowledges this with a chime and logs in the remote control. If you do not hear a chime, press **CODE** with a pencil and then press **ARM**.

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REPLACING A WIRELESS TRANSMITTER'S SENSOR BATTERIES

If any of the console's zone indicators flash slowly, the wireless sensor transmitter or motion detector for that zone has not reported in during the last 4 hours. This is most likely caused by a dead battery in the wireless sensor transmitter or motion detector.

Replace the wireless sensor transmitter or motion detector's battery, and then follow these steps to confirm that the console still recognizes it.

1. Set **INSTALL/RUN 1/RUN 2** on the console to **RUN 2**.
2. Press **TEST** on the sensor or motion detector.

If the console chimes, it recognizes the sensor or motion detector.

If you do not hear a chime when you press **TEST**:

1. Set **INSTALL/RUN 1/RUN 2** on the console to **INSTALL**.
2. Press **TEST**. The wireless sensor transmitter transmits a code to the console, and the console chimes to confirm it accepted the code.

The wireless sensor transmitter normally is assigned to the same zone number as before you replaced the battery. However, if you replaced the battery in the wireless sensor transmitter when its zone light was *not* flashing (low battery indicator), the wireless sensor transmitter is assigned to the next available zone.

To avoid this, remove the sensor's old battery and wait at least 4 hours before installing the new one. This ensures that the sensor is assigned to its original zone number.

INTERCOM SYSTEMS

Intercom systems which send voice signals over existing electrical wiring might interfere with the ability to control modules from your security system when the intercom is in use.

If the intercom system has its own separate wiring, it does not cause a problem.

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FCC CAUTIONS

This equipment generates and uses radio frequency energy, and if not installed and used properly, that is, in strict accordance with the manufacturer's instructions, may cause interference to radio and television reception.

It has been type tested and found to comply with the limits for remote control security devices in accordance with the specifications in Part 15 of *FCC Rules*, which are designed to provide reasonable protection against such interference in a residential installation. However, there is no guarantee that interference will not occur in a particular installation.

If this equipment does cause interference to radio or television reception, which can be determined by unplugging the equipment, the user is encouraged to try to correct the interference by one or more of the following measures.

- Reorient the antenna of the radio/TV experiencing the interference.
- Move the console away from the radio/TV.
- Plug the console into an outlet on a different electrical circuit from the radio/TV experiencing the interference.

If necessary, contact your local RadioShack store for additional suggestions.

LIGHTNING

Your security console dialer has built-in protection circuits to reduce the risk of damage from surges in telephone line and power line current. These protection circuits meet or exceed the FCC requirements. However, lightning striking the telephone or power lines can damage your console dialer.

Lightning damage is not common. Nevertheless, if you live in an area that has severe electrical storms, we suggest that you unplug your console and rely on its battery power during storms to reduce the possibility of damage.

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Limited Ninety-Day Warranty

This product is warranted by RadioShack against manufacturing defects in material and workmanship under normal use for ninety (90) days from the date of purchase from RadioShack company-owned stores and authorized RadioShack franchisees and dealers. EXCEPT AS PROVIDED HEREIN, RadioShack MAKES NO EXPRESS WARRANTIES AND ANY IMPLIED WARRANTIES, INCLUDING THOSE OF MERCHANTABILITY AND FITNESS FOR A PARTICULAR PURPOSE, ARE LIMITED IN DURATION TO THE DURATION OF THE WRITTEN LIMITED WARRANTIES CONTAINED HEREIN. EXCEPT AS PROVIDED HEREIN, RadioShack SHALL HAVE NO LIABILITY OR RESPONSIBILITY TO CUSTOMER OR ANY OTHER PERSON OR ENTITY WITH RESPECT TO ANY LIABILITY, LOSS OR DAMAGE CAUSED DIRECTLY OR INDIRECTLY BY USE OR PERFORMANCE OF THE PRODUCT OR ARISING OUT OF ANY BREACH OF THIS WARRANTY, INCLUDING, BUT NOT LIMITED TO, ANY DAMAGES RESULTING FROM INCONVENIENCE, LOSS OF TIME, DATA, PROPERTY, REVENUE, OR PROFIT OR ANY INDIRECT, SPECIAL, INCIDENTAL, OR CONSEQUENTIAL DAMAGES, EVEN IF RadioShack HAS BEEN ADVISED OF THE POSSIBILITY OF SUCH DAMAGES.

Some states do not allow the limitations on how long an implied warranty lasts or the exclusion of incidental or consequential damages, so the above limitations or exclusions may not apply to you.

In the event of a product defect during the warranty period, take the product and the RadioShack sales receipt as proof of purchase date to any RadioShack store. RadioShack will, at its option, unless otherwise provided by law: (a) correct the defect by product repair without charge for parts and labor; (b) replace the product with one of the same or similar design; or (c) refund the purchase price. All replaced parts and products, and products on which a refund is made, become the property of RadioShack. New or reconditioned parts and products may be used in the performance of warranty service. Repaired or replaced parts and products are warranted for the remainder of the original warranty period. You will be charged for repair or replacement of the product made after the expiration of the warranty period.

This warranty does not cover: (a) damage or failure caused by or attributable to acts of God, abuse, accident, misuse, improper or abnormal usage, failure to follow instructions, improper installation or maintenance, alteration, lightning or other incidence of excess voltage or current; (b) any repairs other than those provided by a RadioShack Authorized Service Facility; (c) consumables such as fuses or batteries; (d) cosmetic damage; (e) transportation, shipping or insurance costs; or (f) costs of product removal, installation, set-up service adjustment or reinstallation.

This warranty gives you specific legal rights, and you may also have other rights which vary from state to state.

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